

the status of the game environment [is sent] from the game processing apparatus to the player apparatus.

6. (Amended) A method according to claim 4, [wherein,] in which in the computer graphics system[, each player apparatus includes a game processing apparatus, [and ^B wherein] further comprising the step of ~~including~~ exchanging information [is exchanged] between the player apparatus defining [the] changes made to the game environment in response to actions of a player at a particular [at each respective] player apparatus.

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cont

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7. (Amended) A method according to [any of] claim[s] ⁷ ~~4~~ [to 6], wherein the broadcasting step includes broadcasting [broadcast data is broadcast] on a television channel.

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8. (Amended) A method according to [any of] claim[s] ⁷ ~~4~~ [to 6], wherein the broadcasting step includes broadcasting [broadcast data is broadcast] on a channel defined at least in part by a communication network.

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(Amended) A method according to claim ¹¹8,

wherein the broadcasting step includes broadcasting [broadcast]
on a channel [is] defined at least in part by the Internet.

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10. (Amended) A method according to [any of]

claim[s] ⁷ [to 9], wherein the broadcasting step includes
broadcasting [broadcast data is broadcast] in substantially real
time as the computer game is played.

14. (Amended) Apparatus according to [any of]

claim[s] 11 [to 13], wherein the means for generating broadcast
data is operable to generate and output data defining a plurality
of views for broadcast.

15. (Amended) Apparatus according to [any of]

claim[s] 11 [to 14], further comprising broadcasting means
operable to transmit data output for broadcast on a broadcast
channel.

21. (Amended) A method according [to any] of

claim[s] 18 [to 20], further comprising the step of broadcasting
said data output for broadcast on a broadcast channel.